

Gabriel Gonzalez

Game Designer

A designer enthusiastic about their work and always eager to learn. Professional experience at Electronic Arts in mobile and console game development. Over five years of industry experience in live services and multiple shipped titles. Currently based in Austin, TX.

Experience

Designer - January 2015 - Present

Electronic Arts Austin

- Product owner and designer for a Top 60 mobile title
- Concepted major updates and worked with engineer and art teams to implement and balance content
- Responsible for the highest earning content in over 18 months, and large spike in installs
- Created and maintained the entire development backlog and technical specification for a release
- Managed communications between the licensor, legal, and external support teams
- Product owner certified via the Scrum Alliance
- Shipped: Multiple updates for The Simpsons: Tapped Out (iOS, Android, Amazon)

Associate Designer - September 2012 - August 2014

Electronic Arts Orlando

- Concepted, implemented, and balanced several key features for Madden NFL console titles
- Wrote commentary lines and collaborated with audio production and professional NFL talent to record
- Collaborated with tools engineers to work on major workflow improvements to design pipeline
- Shipped: Madden NFL 25 (PS3/4, Xbox 360/One), Madden 15 (PS3/4, Xbox 360/One)

Student Design Lead - January 2012 - September 2012

FIEA @ UCF

- Concepted, pitched, and designed a major student project with five designers twelve other developers
 - One of only three design leads in a production class of twenty students
 - Built game sequences in Unreal with custom scripting, object placement, cinematics, and navmeshes
 - Project successfully approved in the early stages of the Steam Greenlight program
 - Shipped: Battle Fortress Tortoise (PC), 6 rapid prototypes (PC)
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Education

FIEA @ UCF (Florida Interactive Entertainment Academy)

- Masters of Science, Interactive Entertainment - Production, December 2012

University of Central Florida

- Bachelor of Arts, Digital Media - Digital Interactive Systems, August 2011
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Skills

- Proficient in Engine (Unreal, Unity), Project Software (Jira, Confluence, Devtrack, Hansoft, Slack), Development Environment (Xcode, Visual Studio), Scripting Languages (XML, JSON), Revision Control (Perforce), Wireframing (Balsamiq), Diagramming (Visio), Office Suites (OneDrive, Google Drive)
 - Engine experience includes building custom navmeshes, cinematics, scripting, asset placement
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